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tachyontech
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API Guide

XT Extended (Seamless) API 1.6.0 OAS3

/developer/callback-openapi.yaml

This is a page where you can test the extended (Seamless) API.

▶ What is an extensible API?

This document is a callback request that must be implemented when implementing an integrated wallet. You can implement all endpoints and check that each response matches the example.

- For the extended API, you must add the **설정 및 정보** > **callback URL** item from the left menu. When registering a callback url, it is called as /balance and /changeBalance after the registered callback_url, so if you implemented it with http://callback_url/api/balance, you can register http://callback_url/api.
- Both http and https are supported, but please register http and https separately when registering. Also, even if it is registered as http, if you forcibly redirect http to https, it will not work properly, so please keep this in mind.
- / If you forcefully add the last, it will not work properly. If you are redirected to http://callback_url/api/balance/ when calling http://callback_url/api/balance/, it will not run properly, so please be careful not to use the web service. **URL Rewrite** /

action process

▶ Detailed view of operation process

Guidelines for refraining from using CDN such as Cloudflare, etc. in callback URL Incapsula

Cloudflare and Incapsula cause timeout errors during processing and incorrect response values due to their own cache, and make network debugging impossible on your side.

Please refrain from using the above services, and please check through sufficient prior testing before linking.

If you would like additional network help, please search "Service Desk" > "Frequently Asked Questions" > "cloudflare" or "seamless" to find solutions.

Time-out information

When using the scalable method, all responses must be delivered within 2 seconds. Otherwise, each case will be handled on a case-by-case basis.

- When money must be paid** (win or cancel): Attempt only once. If you do not receive it within this time, please contact the administrator.
- When money needs to be withdrawn** (bet): A cancellation request is sent after the bet has been placed. However, for details (,) that are canceled before the betting money is deducted, no separate cancellation request is made and money is not deducted. If cancellation money is not paid, contact the administrator. **Agent Timeout during balance Insufficient funds**

Retry Information

- WIN CANCEL requests are only sent once due to traffic issues, and subsequent retransmissions are not supported.

money recovery

When using the extended method, the amount of the user's money is deducted from the agent's money and paid, so the agent's money may be insufficient and is automatically collected if there is no user activity for 10 minutes after the user logs out. Afterwards, when the user reconnects, it is synchronized again.

time zone

The time zone of this API service uses Coordinated Universal Time (UTC), and you must add +9 hours to view it in Korean time (KST).

CORS error cross-origin resource sharing

In this test page, it is sent via AJAX from the page, not from the HonorLink API server side. Therefore, the "" header must be set in the response value on your site to be able to call it normally. **Access-Control-Allow-Origin: ***

** Please check the above information and follow the instructions below. **

- If your site does not support https, you should test by connecting **https://api.honorlink.org** instead of **http://api.honorlink.org**
- Press F12 to activate the developer window and check whether **Network** the response received in the tab includes **Response Header ""**. **Access-Control-Allow-Origin: ***

It has been confirmed that it operates normally when these two items are applied. Separate inquiries regarding this area may not be answered.

'win', 'cancel' [Important] If type is transaction, a response must be returned. HTTP 200

- If errors accumulate by not following these instructions, the API may be **blocked without warning**.
- Even if there is no relevant information, **200** you must give a response rather than an error such as 404, 400, or 300.

For Type: adjust, change, (provider: RX) promo_win

These types rarely occur, or there are no game companies that actually use them, but since it is a part that has been forcibly requested by top vendors to be implemented, we have left a guide, and we plan to update the document as related cases are collected.

Type: exceed_credit

This type is the amount deducted by the amount set as "Maximum winning amount limit", so you must apply the amount to your company's balance. Otherwise, the maximum winning amount limit may not work properly. Additionally, **exceed_credit** the type refers to the winning transaction deducted by referer_id, so you can use this to check the details.

Update history

This is the update history of the extended API service.

▶ View detailed update history

Servers

(URL_SCHEME):(URL_PREFIX) - URL of the site that will receive the callback request.

Computed URL: **https://your-domain.com/**

Server variables

URL_SCHEME **https**

URL_PREFIX **your-domain.com/**

Integrated wallet Callback API that must be implemented when using an integrated wallet

GET **/balance** User balance Inquiry

For data synchronization with the Evolution API, the balance held by the user must be returned.

than the agent's balance. `/balance` If the user who responded with has a lot of money, synchronization will not proceed.

Request packet example

```
GET /balance?username=demo HTTP/1.1
Host: your-domain.com
User-Agent: GuzzleHttp/7
```

Parameters

Try it out

| Name | Description |
|------|-------------|
|------|-------------|

| | |
|-----------|---------------------------------------|
| username | User ID |
| string | |
| (query) | <input type="text" value="username"/> |

Responses

| Code | Description |
|------|-------------|
|------|-------------|

Links

| | |
|-----|--|
| 200 | Data containing the user's balance must be returned in JSON format as shown below. |
|-----|--|

No links

Media type

Controls header: `Accept`

Example Value

```
{
  "balance": 10000
}
```

POST

`/changeBalance` Change user balance



When the user's balance changes due to betting (`bet`), winning (`win`), cancellation (`cancel`), etc., related details are sent. `cancel`

caution

- All responses `2` must come within seconds.
 - In the case of slots, `500ms` requests may be made within a range.
- `HTTP 200` Please note when processing is complete .
- If you give a response other than the 200 range (300, 400, 500 range), the bet will be canceled and the bet amount will be returned to the user.
- Must return a response `'win', 'cancel'` if type is transaction. `HTTP 200`

If you do not follow these precautions, your user money will disappear, and we are not responsible for this.
Please note that if a large number of errors occur, the agent will be blocked.

[Important] Idempotency (meaning: even if multiple requests are made, it only works once)

- All requests must be idempotent.
- `id` Idempotency must be implemented based on the number of unique transactions .

BET-WIN relationship

[Recommended] In case of one-to-many (1:n) (or n:m) relationship

`transaction[details][game][id]` `transaction[details][game][round]` A BET-WIN relationship can be associated through a combination of and .
Example) Slots, Hold'em, Dream Casino, Bota Casino, etc.

[Not recommended] In case of one-to-one (1:1) relationship

`type` You can associate a BET-WIN relationship through this `win` in-transaction . Example) Only evolution betting applies `transaction[referer_id]`

When canceling, confirmation of relationship details is required.

If cancellation occurs due to agent response delay, a cancellation request is requested.
At this time, two cases occur:

- Money was deducted due to processing time, but the response is delayed.
 - If processing is not possible due to no response
- `referer_id` At this time , you must check whether there is a transaction with that is delivered together to avoid duplicate payments.

Request packet example

```
POST /changeBalance HTTP/1.1
Host: your-domain.com
Content-Length: 321
Content-Type: application/json
User-Agent: GuzzleHttp/7
```

```
{
  "username": "demo",
  "amount": -50,
  "transaction": {
    "id": 10327,
    "type": "bet",
    "referer_id": null,
    "amount": -50,
    "processed_at": "2021-07-24T06:29:12.000000Z",
    "details": {
      "game": {
        "title": "Big Panda",
        "type": "slots",
        "vendor": "amatic",
        "id": "5001",
        "round": "string-11254799004"
      },
      "target": {
        "id": 33,
        "username": "demo",
        "balance": 6809,
        "point": "0.00"
      }
    }
  }
}
```

[Caution] The "transaction[details]" item in the transaction is not required. It may be displayed as null, and in the case of a new unregistered game, the title, type, and vendor information may be empty.

slot booster mode

PragmaticPlay only (more slots to come)

- Applies to: When the agent's server is located outside of Singapore and relocation is not possible.
- Applicable slot game company: Pragmatic Play
- Effect: Slot processing speed increased by at least 1/3
(Improved by more than 80ms when testing Pragmatic Play and Japanese seamless servers)

How to apply booster mode [Approval ceremony]

- `("balance": 1000)` The user's balance must be returned in the /changeBalance response value . (Refer to the document below)
- If the API has changed, please request activation of the booster function through the service desk.

caution

- If booster mode is activated while /changeBalance is not modified, the user's balance will be fixed at 0 won and an error will occur.

Parameters

Try it out

No parameters

Request body

After clicking Try it out, change the username part of the JSON data below to the user created with the API among the basic APIs `/user/create` and run it.

Example Value | Schema

```
{
  "program": "testserver"
}
```

```
{
  "amount": -10000,
  "transaction": {
    "id": 1,
    "type": "bet",
    "referer_id": null,
    "amount": -10000,
    "processed_at": "2021-07-01T00:00:00.000000Z",
    "target": {
      "id": 1,
      "username": "testuser",
      "balance": 90000
    },
    "details": {
      "game": {
        "id": "16000",
        "round": "string-12341234",
        "title": "TEST GAME",
        "type": "baccarat",
        "vendor": "evolution"
      }
    }
  }
}
```

Responses

| Code | Description | Links |
|------|--|----------|
| 200 | <p>If you want to use slot booster mode, you must return data containing the user's balance in JSON format as shown below.</p> <p>Media type</p> <div><div>application/json</div><div>▼</div></div> <p>Controls header: Accept</p> <p>Example Value </p> <pre>{ "balance": 10000 }</pre> | No links |
| 300 | When requesting a bet, the bet is canceled, and win and cancel requests are sent after a certain period of time. | No links |
| 400 | When requesting a bet, the bet is canceled, and win and cancel requests are sent after a certain period of time. | No links |
| 500 | When requesting a bet, the bet is canceled, and win and cancel requests are sent after a certain period of time. | No links |

Schemas

Callback API call body when betting ▼ {

```
  username      string
                 default : testuser

  amount         number
                 default : -10000
                 changed amount

  transaction     transaction schema > { ... }
}
```

Result (win) Callback API call body ▼ {

```
  username      string
                 default : testuser

  amount         number
                 default : 10000
                 changed amount

  transaction     transaction schema > { ... }
}
```

Callback API call body when canceling a bet ▼ {

```
  username      string
                 default : testuser

  amount         number
                 default : 20000
                 changed amount

  transaction     transaction schema > { ... }
}
```

Callback API call body when money is deducted rather than betting, such as tip/claim ▼ {

```
  username      string
                 default : testuser

  amount         number
                 default : -10000
                 changed amount

  transaction     transaction schema > { ... }
}
```

Adjust Callback API call body when incorrect winnings are paid ▼ {

```
  username      string
                 default : testuser

  amount         number
                 default : 20000
                 changed amount

  transaction     transaction schema > { ... }
}
```

Callback API call when winning a promotion, etc. body ▾ {

| | |
|-------------|------------------------------|
| username | string default : testuser |
| | username |
| amount | number default : 10000 |
| | changed amount |
| transaction | transaction schema > { ... } |

}

When the maximum winning amount is limited body ▾ {

| | |
|-------------|------------------------------|
| username | string default : testuser |
| | username |
| amount | number default : 10000 |
| | changed amount |
| transaction | transaction schema > { ... } |

}

Game transaction details ▾ {

| | |
|------|-----------|
| game | > { ... } |
|------|-----------|

}

INVALID

